CLAIMS OF THE INVENTION

I CLAIM:

1.   A method of playing a game of keno at a gaming device comprising the steps of:

displaying a set of keno numbers;

accepting input from a player regarding one or more player selected numbers from said keno numbers;

displaying a set of game numbers;

determining if one or more of said game numbers match one or more of said player selected numbers;

displaying a secondary indicia in association with each player selected number, said secondary indicia associated with player selected numbers which were determined to match one of said game numbers having an attribute indicating a match and said secondary indicia associated with player selected numbers which were determined not to match one of said game numbers having an attribute indicating no match; and

determining the outcome of said game.

2.   The method in accordance with Claim 1 wherein said set of secondary indicia are Smiley characters.

3.   The method in accordance with Claim 1 wherein said attribute indicating a match is animation of said secondary indicia to indicate happiness or celebration.

4.   The method in accordance with Claim 1 wherein said attribute indicating no match is animation of said secondary indicia to indicate unhappiness or loss.

5.   The method in accordance with Claim 1 wherein one or more of the secondary indicia differ from one another in appearance.

6.   The method in accordance with Claim 1 wherein a secondary indicia is displayed in physical proximity to each player selected number.

7.   The method in accordance with Claim 1 wherein said secondary indicia are other than numbers.

8.   The method in accordance with Claim 1 wherein said game is played as a wagering type game and including the step of accepting a wager from a player to play said game.

9.   The method in accordance with Claim 1 wherein said steps of displaying are performed on a video display of said gaming device.

10.   A method of playing a game comprising the steps of:

accepting a wager from a player;

displaying at one or more times one or more first indicia in the play of a game;

displaying at one or more times one or more second indicia, said secondary indicia having at least two attributes for providing information regarding at least two different game states of said game; and

determining if the outcome of said game is a winning or losing result.

11.   The method in accordance with Claim 10 wherein said game is the game of keno.

12.   The method in accordance with Claim 10 wherein said game is the game of bingo.

13.   The method in accordance with Claim 10 wherein said secondary indicia comprise animated characters having mannerisms which provide said information.

14.   The method in accordance with Claim 10 wherein said characters comprise Smiley characters.

15.   The method in accordance with Claim 10 wherein said second indicia are displayed in physical proximity to one or more of said first indicia.